

MANN



MANN OF THE MONTH
AGRO

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CRITICAL
HITS!
PRESENTS
MEDIC!

A TEAM FORTRESS 2 MUSICAL

FORTRESS FILM PRESENTS A FORTRESS FILM PRODUCTION "MEDIC! A TEAM FORTRESS 2 MUSICAL"

STARRING DR. LUDWIG JEREMY JANE DOE PYRO TF2 TAVISH FINNEGAN DEGROOT
MIKHAIL DELL CONAGHER MICK MUNDY [REDACTED]

ARTWORK GREMLINDRAWS

VIDEO AVAILABLE VIA YOUTUBE

PORTER UN CHAPEAU
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FF
FORTRESS FILMS



Map of the Month

Written by yeehaw88 | Renders by Halesown | Formatting by nenkaii

Egads! I am in shock and awe!

Trust me, it isn't because of the zombies, it is because some schmuck thought it would be a good idea to let me talk about the Map of the Month again! Even worse, we got MAPS of the Month this issue!

Pack your bags and get ready to tussle against some rotten warriors, we are doing a nightmare blunt rotation of Zombie Infection.



Devastation

Maps in Team Fortress 2 are not supposed to be vertical. If given a map with more than two floors, navigation and offensive tactics will become very murky and very frustrating very fast. For extreme instance, if Gravel Pit's last point was the only part of the map, people would like that map even less.

Now what if the map was a three floor hole in the ground with goblin men falling out of the sky and busting through walls constantly? Welcome to Devastation.

Understandably, Zombie Infection maps need to be skewed towards Team Zombie; Similarly to how Versus Saxton Hale maps are generally skewed towards Saxton Hale. If Team Zombie can't get their initial kills because all of Team RED is hunkered down in a corner with health, ammo, minimal blindspots for sentries, and a Netflix subscription: the gamemode itself would not be fun.





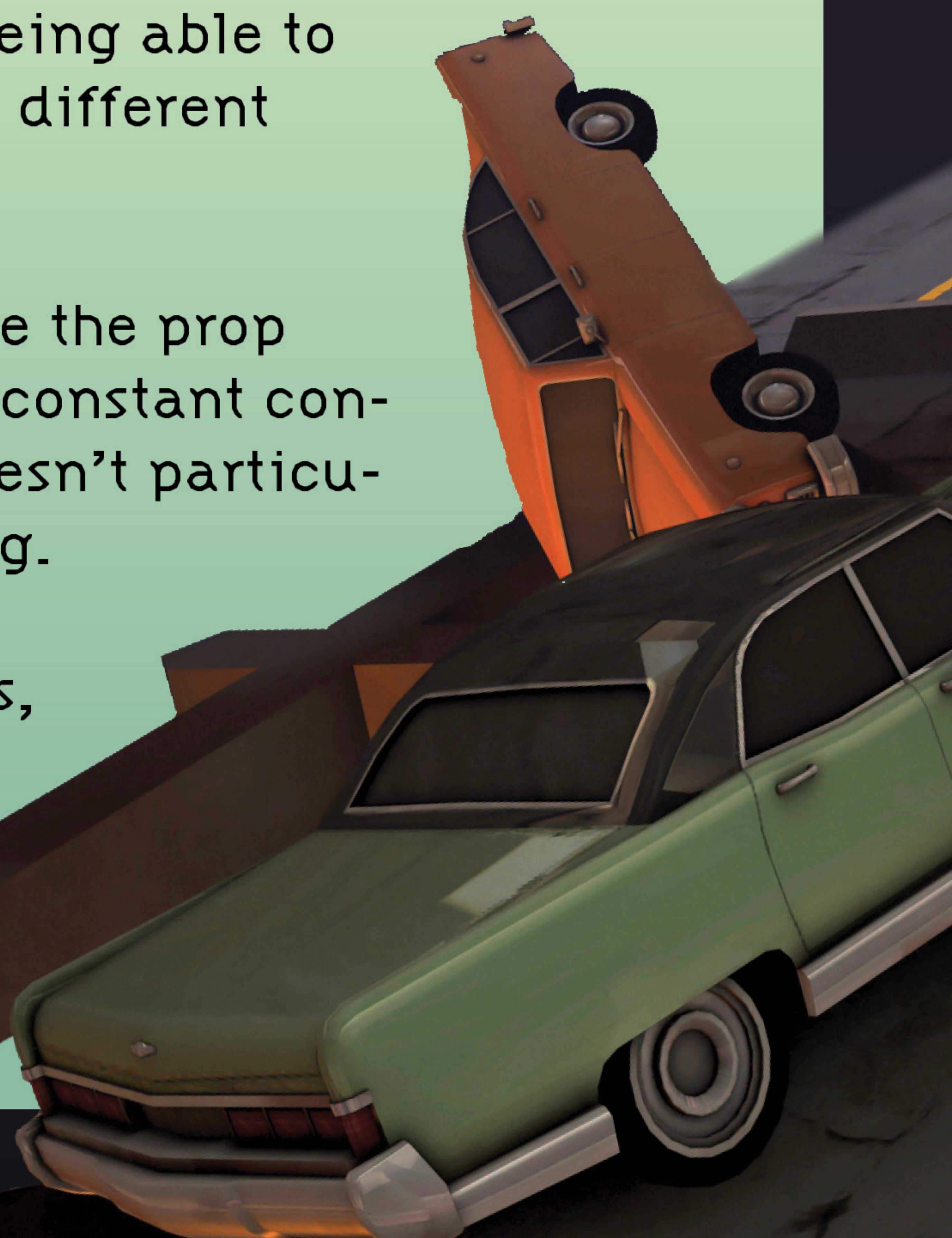
Devastation, however, is abhorrently Team Zombie sided. Thanks to having constant angles on Team RED at all times, Team RED doesn't really have a counterpatrol path to Team Zombie's patrol path.

A RED Scout could be on his A-game hustle, but could easily be t-boned by some random zombie that fell on him unintentionally.

A RED Heavy could be doing his job and keeping his team covered from as many angles as he can, but ultimately gets trounced due to not being able to fight a 360 degree battle with five different flanks in the wall.

Visually, the map is average. While the prop choices are well put together, the constant concrete is boring on the eyes and doesn't particularly blend with the darker lighting.

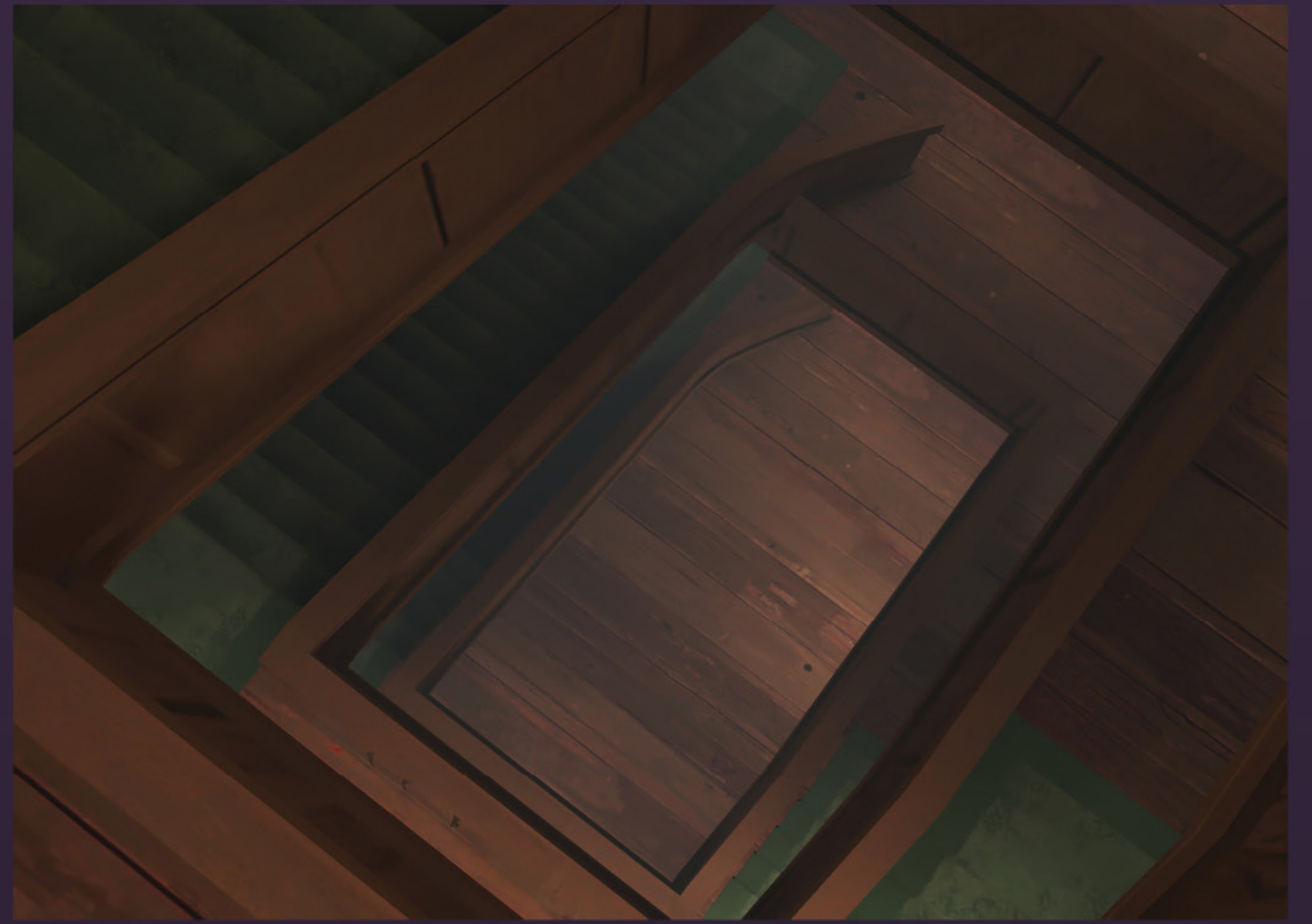
This isn't a bad map by any means, but it certainly isn't a favorite.



Sanitarium

As a *Halloween* fan, I quite enjoy the reference to Smith's Grove Sanitarium with Grey Grove Sanitarium.

As a Team Fortress 2 fan, I do not enjoy that this map is larger than the time zone difference between a majority of the art team and the writing team of MANN Magazine.



When you spawn in, you are greeted with this large multi-floor madhouse with a handful of ways in and out. RED gets a whole thirty seconds to climb up to the fourth floor and begin holding it for the rest of the match.

Team Zombie will only win on Sanitarium if members of Team RED leave the fourth floor hivemind and get caught by Team Zombie.



That also banks on any of Team Zombie patrolling the bottom floors, as I have gone over twenty-five seconds running around the lower half of the map as a painfully obvious Spy without any zombies to tango with. While I would rather play Devastation, Sanitarium is much nicer dressed and is a more creative use of classic Mann Manor textures and props.



Looks great, plays like my colon after eating nothing but hospital food: incredibly dry and painful.

Woods



This map single-handedly makes Engineer, as a class, a Love, Hate, and Loathe topic and not for good reason.

Not only is most of the map doused in water, so aiming is harder and movement is sluggish, Team RED gets three incredibly hard to break holds on polar opposite ends of the map.



Only Zombie Soldier can effectively jump up to these water-locked highgrounds on the north end of the map, but sentries will fry him. No zombie Medics nor Demomen can actively follow their Soldiers to overrun the building, and the adjacent roofs make defending way too easy for Team RED.

The final little hole Team RED can avoid any actual danger in is in the southern portion of the map. This cubby has two ways in and is easier for zombies to break through, provided you willingly cooperate with your fellow zombies- which won't happen thanks to the rest of your team being distracted with the buildings on the water.

All and all, not a fun time for anyone looking for a fun time as a zombie or the more dangerous roaming playstyle of Team RED.

I would call the visuals impressive, if I could see them because most of this map is three shades away from pitch black or covered in light consuming water.

Pass for me frankly.



Atoll

Finally, a Zombie Infection map I like that discourages hunkering down and greatly rewards roaming as a team for both sides! ..Hang on. That sounds too good to be true.

What do you mean we covered this one already? Last month?

Well, I am not gonna beat this Olympic Gold dead horse. Best map so far!



Murky

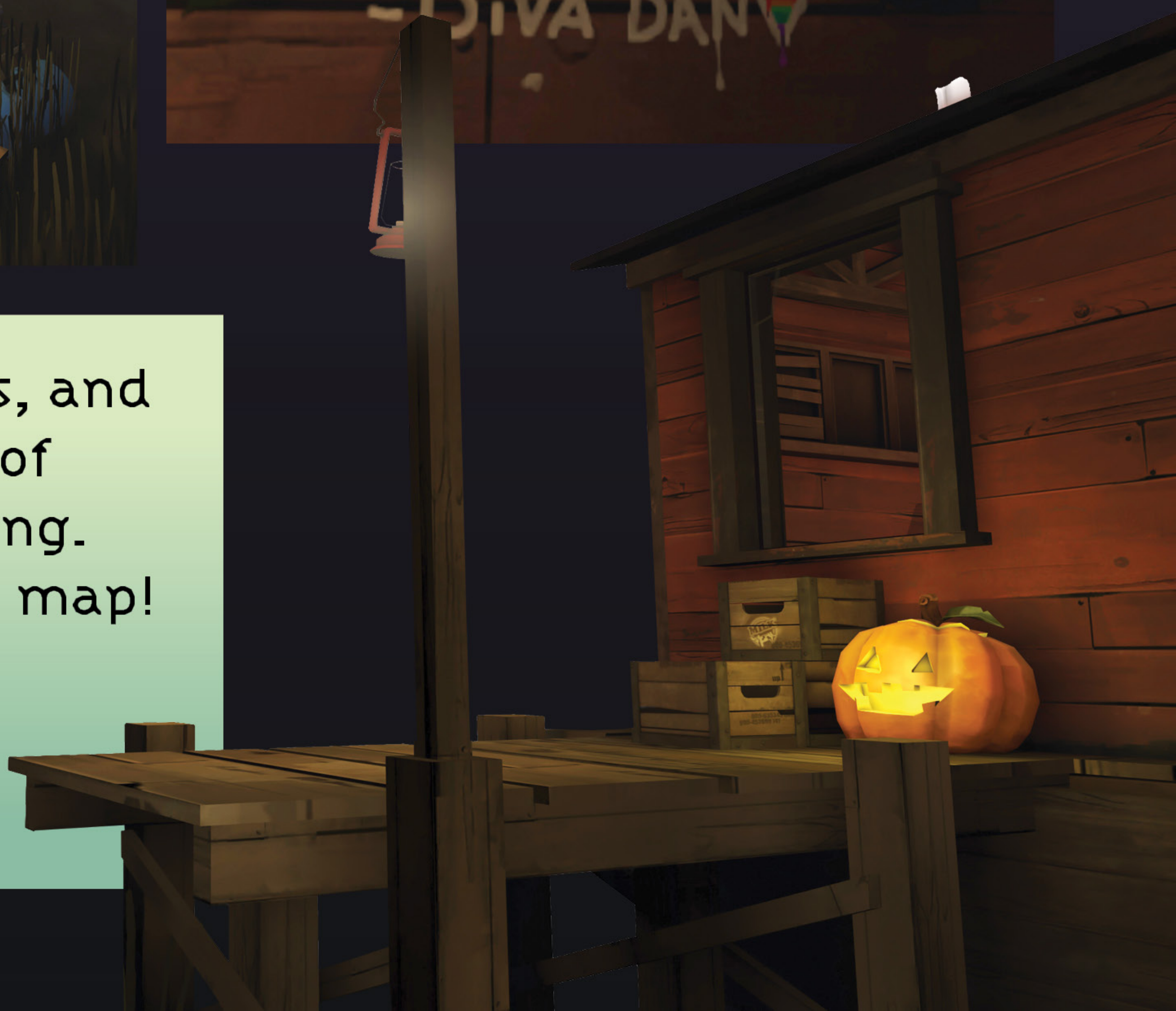
Thankfully, after the cop out that was the last map, we have another good map!

A beautiful presentation that gives both sides one hell of a stress test as Team RED has no truly safe bunker, while Team Zombie has to still work together to get some great pushes in.



No class feels useless, and no one goes a full round of Murky without contributing. Very fun for such a small map!

I also really want to eat Ellis' Crawdads.



Conclusion

Did Zombie Infection 2023 play well or was it a total pass? Let's find out and get to the Maps!

Yeah no, that Kill Count joke didn't work.



For having five maps, I can confidently say that two of them were really fun and going to stick in my head for next year's Scream Fortress. Not to call Devastation bad, it was just lukewarm compared to Atoll and Murky. Woods and Sanitarium were heaping piles of bubbling rotten flesh that should have stayed in the grave.

While I may sound harsh, it certainly beats Versus Saxton Hale's launch maps.



Now if you excuse me, I think Alto willingly brought in some sort of zombie virus macguffin and I need to become the asshole protagonist of a B Roll zombie action film.

I always knew that cheap shotgun I bought a year ago would come in handy.



B Roll movie? I call being the comic relief! -nenkaii

A COLLABORATION FROM DARKSHAD & HALESOWN

Cosmetic Set of the Month Halloween Special

GARGOYLES & GRAVEL





NAME: BONE LORD

DUDE THAT NAME IS LAME AS HELL

CLASS: FIGHTER

DO NOT WRITE ON MY SHEET PRIVATE

RACE: UNDEAD

BACKGROUND: SOLDIER

ALIGNMENT: CHAOTIC GOOD

Merasmus brought Bone Lord back from the dead to kick giant un-American monster ass!

STR 14 DEX 8 CON 20 INT 1 WIS 5 CHA 9

EQUIPMENT:

Demonic Dome

Warlock's Warcloak

Voodoo-Cursed soldier soul

PROFICIENCIES: JUMPING, HITTING THINGS, HISTORY

PLAYER: HALESOWN

NAME: BUSHLOCK

CLASS: WIZARD

RACE: HUMAN

BACKGROUND: OUTLANDER

ALIGNMENT: NEUTRAL GOOD

He's a wizard. Perhaps you could try better than that.

Fine. Uses magic cause it's efficient. A professional wizard. He doesn't like to be bothered when uh, in his "magical library."

STR 15 DEX 10 CON 8 INT 6 WIS 13 CHA 2

EQUIPMENT:

Sightseer

Sharpshooter's Shroud

Bushman

PROFICIENCIES:

POTION MAKING,

TALKING TO

ANIMALS

PLAYER: DARKSHAD



NAME: SHADENFROIDER
 CLASS: ROUGE
 RACE: RUNS REALLY FAST
 BACKGROUND: JESTER
 ALIGNMENT: NEUTRAL GOOD

He's a JESTER BUT NOT LIKE A STUPID ONE BUT A COOL ONE, YOU KNOW, ACROBATICS, COOL KNIFE TRICKS. ALWAYS ON THE RUN CUZ ALL THE WOMEN WANT HIM AND RUNS REALLY FAST BUT HE'LL SLOW DOWN FOR A CLASSY WITCH-

~~STR 20 DEX 20 CON 20 INT 20 WIS 20 CHA 20~~
 STR 7 DEX 17 CON 10 INT 1 WIS 2 CHA 12

EQUIPMENT:
 PESTERING JESTER
 LAST LAUGH (JUGGLER)
 JUMPING JESTER

PROFICIENCIES:
 ACROBATICS, TALKING TO DAMES- UH DAMESELS, DOUBLE JUMPING

PLAYER: HALESOWN

That's not how it's spelt.

SHUT UP ITS MY NAME



NAME: HEAVY THE WEAPONS GUY
 CLASS: BARD
 RACE: ORC
 BACKGROUND: MERCENARY
 ALIGNMENT: LAWFUL GOOD

I will destroy giant monsters with Sasha-Mate, we said no guns

I will use the power of beautiful singing voice to intimidate, then punch very hard.

STR 19 DEX 4 CON 13 INT 12 WIS 9 CHA 7

EQUIPMENT:
 Mo'Horn
 Heavy Heating (Solid)
 Make Ogre

PROFICIENCIES:
 Punching, ancient scroll analysis, percussion

PLAYER: DARKSHAD



Name: Spyder
 Class: Rogue
 Race: Arachne
 Background: Criminal
 Alignment: Lawful Neutral
 Proficiencies: Slight of hand, gathering information, seduction
 A master of stealth and style. A love of luxury, wine, and gathering secrets.
 Dislikes bugs.
 STR 2 DEX 18 CON 3 INT 14 WIS 7 CHA 12
EQUIPMENT:
 Six-Eyed Specs
 Spyder
 Frenchman's Formals
 Player: Darkshad
 You CAN'T BE A ROGUE
 I'M A ROGUE
 Be quiet, boy.

NAME: SIR DEGROOT THE THIRD
 CLASS: PALADIN
 RACE: HUMAN
 BACKGROUND: KNIGHT
 ALIGNMENT: CHAOTIC GOOD
 Sir DeGroot the Third comes from a long family history of knighting. A magical sword was passed down and the bloody thing doesn't shut up.
 STR 16 DEX 12 CON 19 INT 8 WIS 2 CHA 13
 PROFICIENCIES: CHARGING, POISON TOLERANCE
 EQUIPMENT: Dark Falkirk Helm
 Mad Lad
 Sole Saviors
 THE BONE LORD APPROVES OF MAGICAL SWORDS
 BONE LORD ME BEST MATE





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MR.

Doork

WORKSHOP CREATOR OF THE
MONTH

ARTICLE BY PURA | INTERVIEW BY SHROOM'D | ART BY LIZZIEFIJ & ALTO ARCADE

"DESPITE ANY SMALL DIFFERENCES WE HAVE IN OUR COMMUNITY,
WE HAVE ONE THING IN COMMON - OUR LOVE FOR TEAM FORTRESS 2.

SET AN EXAMPLE FOR ONE ANOTHER AND ENCOURAGE POSITIVITY AND THE CREATIVITY
OF THIS COMMUNITY TO KEEP THE GAME THRIVING FOR YEARS TO COME."

When opening up Mr.Pink's impressive lineup of community items,
it's understandable to be overwhelmed by the creativity
and diversity of items on offer.

Whether you enjoy the funnier items such as The Pill Papa or
The Buffalo Stake Eye-Patch and more aesthetic or stylistic items
like The Cuban Bristle Crisis or The Maladroit Mane, there is
something for nearly all Team Fortress 2 hat enjoyers to find.

Mr.Pink's items have been spotted quite a few times in
our games and when looking at the imagination behind
these items it is clear to see why.

If you've played any of the new Scream Fortress update
this year you might have been lucky enough to have unboxed
Bare Bear Bones, and we've been lucky enough to speak to the
creator himself this month.

We got to ask him all about his experience,
thoughts and ideas about being an item creator.



ART BY ALTO ARCADE

First, he explained to us that he found Team Fortress 2 was
being gifted The Orange Box during Christmas 2007,
and tried the game after completing Half-Life 2 and
Portal. A story many of us can probably relate to.

He was asked about who he admired in the community
and stated he wanted to extend his gratitude to the whole
Team Fortress 2 Emporium Community.

He explained to us that it was the Facepunch
Forums that started his journey and the Emporium
taught him everything he knew about item creation.

As a result, Mr.Pink sees the whole community as an invaluable
resource to not just him, but many budding creators.

All of this sounds as impressive as it looks and if you haven't already checked out Mr.Pink's workshop page
I would implore you to do so.

Maybe you'll find a new favorite cosmetic or vote for any that take your fancy,
who knows, perhaps we'll see more of this creator's fabulous items in the game soon.

MR. PINK'S WORKSHOP



ART BY ALTO ARCADE

Ooog

Ooog was once cold.
Ooog was awfully bold.

Ooog had himself a lovely new hat.
Ooog's lovely hat was awfully flat.

Ooog's friends said such mean things to him:

Incomprehensible monkey noises* "POOR" *Slack-jawed laughing

"IRISH"

Ooog, now upset, grabbed his hat by the brim.

Ooog stood by the warm, roaring fire.
Ooog threw the hat in, doomed to be pyre.

Ooog, however, was surprised by the result.
Ooog pulled out a hat of no insult.

Ooog put hat on Cavebackpack.
Ooog no longer caught any flack.

Ooog now invents particles of all kinds.
Ooog wants you to join and make unusual new designs!



INCOMING TRANSMISSION

I have a message for you coming straight from the future of 3007: a future where reading was put down like a dog and we finally just communicate through particle effects! (You are currently only reading due to inability for your browser to support future particle effect extensions.)

I am Zooog, long descendant of Ooog, and we have proudly kept making unusual effects in the family.
Though I must tell you that we have long surpassed the mere and modest styles of lighting a hat on fire!

In the future, we use all sorts of devices! Particle accelerators, particle incubators, particle vaporizers,
particle revitalizers, and even particle decelerators!

We have sent particles through decades of time just to compliment some emperor's bronze crown. Sure, that gave him a god complex and he believed in a non-existent and bloodthirsty sun-god, but little does he know that the effect we gave him was Massed Robo-Flies.
That crown wouldn't even be worth ten keys in our advanced-still-Mann-Company-controlled economy!

Point is, this isn't great-great-great-great-great-grandfather's Particle Mayhem.
We want you to go beyond the basics of a piece of fabric on fire, we want you to go beyond time and space!

Give us particles that were redshifted! Give us particles that that were blueshifted! Give us particles that dare live in the 25th hour and the 0th hour! Give us particles that have seen the day they die and the day they were born!

Beyond time and space is not a creative push, but truly the only way to go from here!

WELCOME TO

Particle Mayhem

IT'S TIME FOR TESTING

DETAILS, MECHANICS AND SHENANIGANS CAN BE FOUND AT
particle-mayhem-2.tf2maps.net

HOSTED BY



TF2MAPS

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TOASTYJAKEY

(TEAM) Indie : ARTICLE WRITER
(TEAM) Alto Arcade : ARTICLE ILLUSTRATOR

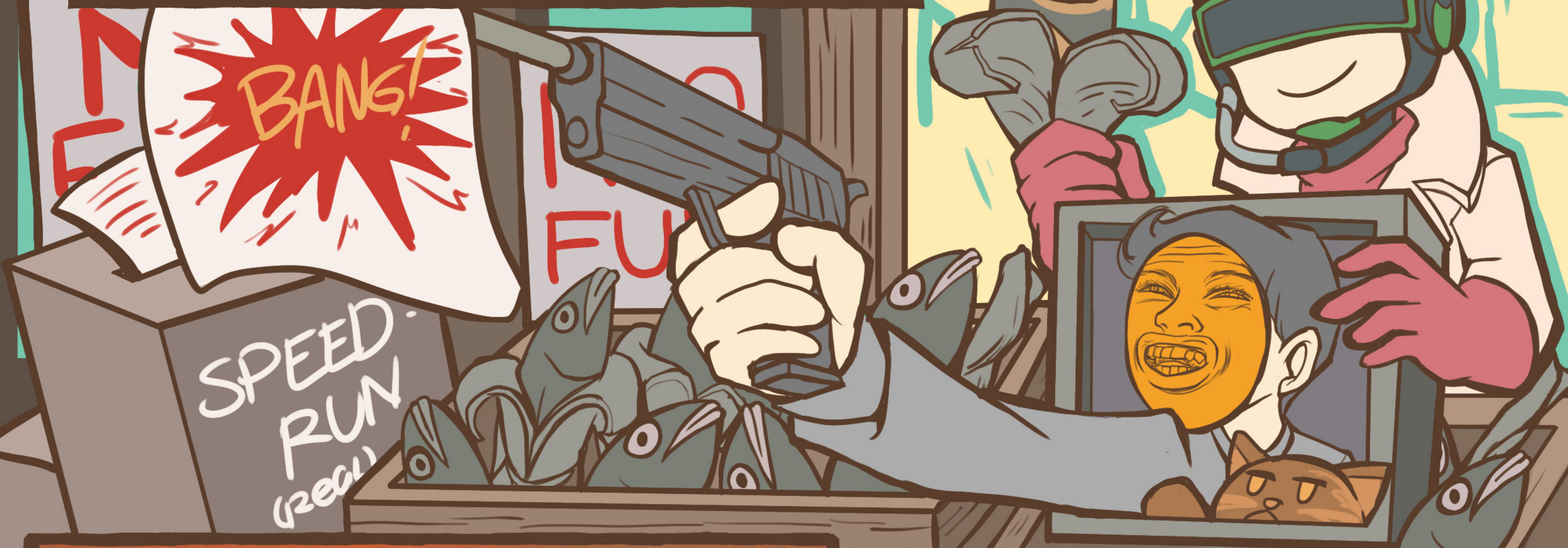


(TEAM) Indie: TF2bers Club is home to over 100 TF2 Youtubers, picking what creators to feature within our esteemed partners magazine's always a tough call. After a while though, the choice becomes obvious; Today we are featuring ToastyJakey, who's been consistently blowing us away since he stepped onto the scene 5 months ago. ToastyJakey can be described (but is not limited to) two words: Instant Classics.

(TEAM) Indie: His videos have such a homely vibe, with his chill yet entertaining commentary and satisfying presentation, Jakey invokes moreso the feeling of old classic live commentaries, with a modern twist. Whether it be speedrunning TF2 or buying virtual fish for \$109, there's always laughs to be had!

How about some words from ToastyJakey himself;

(TEAM) ToastyJakey: "Hi, I'm ToastyJakey, but you can call me Jake. To be absolutely honest, I'm not sure what can be said that hasn't been said 10 times over, but I'll give it a go. I picked up Team Fortress 2 in April 2011 just before the Uber Update and ever since then it's been etched into my life as my favorite game of all time. Countless hours and braincells destined be lost to the black hole of TF2 throughout high school and college.



(TEAM) ToastyJakey: Like many TF2 nuts, I was enamored by the likes of Jerma and Star_/ster and animators such as Kitty0706 and Rubberfruit. These creators would later inspire the love of TF2 content creation that I have now. As for my videos themselves, I've only been editing for about 6 months now and I'm learning new things everyday and loving it.

(TEAM) ToastyJakey: When it comes to actually making videos, I just have one philosophy and thats get better at one thing every video. Anything. From editing, to thumbnails, to voice over, to jokes. If I can improve one thing every video, then no matter how many viewsthe video gets I call that a success. In the end, I just wanna make quality videos that make people smile. :)

PORTER UN CHAPEAU

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MANN OF THE MONTH

ARTICLE AND INTERVIEW BY BENIS_LMFAO | EDITING BY YEEHAW88
ART BY NENKAI | LAYOUT BY ALTO ARCADE

AS SOMEONE WHO'S BEEN FOLLOWING TEAM FORTRESS AND ITS COMMUNITY FOR MANY YEARS, A PERSON WHO'S EVOLVED WITH THE GAME SINCE ITS CONCEPTION, IT'S ONLY RIGHT THAT HE FINALLY GETS A SPOTLIGHT.

THIS MONTH'S MANN OF THE MONTH IS NONE OTHER THAN
JOHN (AGRO) IRWIN FROM THE KRITZKAST!

For John, it started off for him playing the very earliest version of Team Fortress, its original Quake mod, and then over time switching to what we now know as Team Fortress Classic.

He recounted that the mentality of the regular video game enthusiast was a lot different than what we know today. Even playing just a few hours a day, a couple days out of the week, could qualify you as a hardcore gamer. With less of a catalog of games to choose from, most others, himself included, would buy one game and play it into the ground before deciding to move onto a new one. No other game at the time had the sort of experience as Team Fortress had with its online multiplayer, the only other being Counter Strike, but with its rewarding damage and feel good movement, it enthralled him as he poured many hours into the game.



When Team Fortress 2 was finally announced, a good bit of die-hard TF Classic fans weren't very quick to jump on board with its new cartoonish style and graphics. John calling the style "timeless" now, gave it a chance unlike the others and the rest from that point is history.

As a career Pyro main, John's been subject to many class balances over the years. Back when Valve used to release updates, be it new weapons, maps, or hats, it would greatly affect gameplay for the next week or so. Having most players switch to one class just to try out these new features, it would quite literally break the game, and changes would have to be made.

In John's case, most of the exciting new weapons for Pyro became immediately nerfed into the ground and things went back to normal. He's been branching out to other classes recently though, trying Scout and Medic.

Medic for his rewarding team focused role and the ability to retreat from situations without fear of being ridiculed and Scout for just being a fast high damage nuisance.



I wanted to know about John's experience with the conception of Kritzkast, starting over a decade ago. Before Discord and even before Twitter existed to communicate with friends, there were Team Fortress clans. A handful of friends getting online at the same time in skype or other and sitting down to game. It wasn't long after John had joined a clan which he moderated for. "Sitting in team speak pretty much every night" he said. After awhile of doing this, he and his clan thought it might be a fun idea to start a podcast. At the very beginning they still referred to themselves as ClanVengeance, but soon moved on to the now more recognizable Kritzkast.

As its blessing and curse upon John, he told me about the conception of the Lo-Fi Longwave. John, and one of the earliest hosts of the podcast "b00bies" are and have been very personable to talk with, and when b00bies had a meeting in Vegas for his work, he decided to extend his flight and go up and visit Seattle to the Valve headquarters.



John, following behind, the two devised a letter to Robin Walker, one of the lead developers of the game. Essentially calling him soft for being in the US for so long and challenging to drink him under the table if they ever are to meet.

To their surprise, the letter worked, and they had sent out for a tour of Valve HQ. This was only a couple of years into the game being released, and John recounted a larger group of people developing hats, maps, and weapons during their tour around the office.

They had passed one individual though that offered to actually craft them a hat they could have in game to represent their podcast. After a lot of back and forth, they worked with an early workshopper Ruskydoo to help make it a reality, sending it off to Valve and officially getting it added to the game.

Nowadays, KritzKast is focused more on covering competitive matches like 6v6's and Highlander, and with that change comes its own set of challenges. John would go on to tell me about the struggles of having to keep up with the action all the time as a host.

'Everything is happening to everyone all the time, there's no room for breaks'. It can be challenging to keep the viewers attention when one fight is happening somewhere on point and telling the viewer why that fight is important, while another fight is happening somewhere else on the map and explaining the same thing.

Drawing in a larger audience can be a problem for the KritzKast team as well. Not everybody understands how a competitive game is handled, playing in part why most comp teams will crush when joining casual lobbies. The team is looking for new ways to break down a match better to remedy this situation, but with tools like their 'live action replays' they implement, it can certainly help improve viewership and watch time. John quotes that LuckyLuke's 'Top 10 Play's of the Month' style videos are the closest example of what he'd like to achieve in the future. 'Explaining why every kill is important'.

With the future of Tf2 seemingly evolving every day, John is looking forward to seeing how far the community moves the game forward. Valve did it a long time ago by crafting their own game from a Quake mod, and now we're seeing it again where the community is developing their own game modes like VSH and player destruction.





Finally getting recognition in the casual map rotation and even the new Scream Fortress update with zombie infection. 'A new heyday for Team Fortress' he says, and we get to watch it happen in real time.

EVEN WITH THIS ARTICLE, I CAN NOT DO JUSTICE TO HOW MUCH JOHN HAS SET THE GROUNDWORK FOR THE REST OF THE TEAM FORTRESS COMMUNITY, AND KRTIZKAST OUTREACH AND PRESENCE IS GROWING EXPONENTIALLY AS TIME MOVES FORWARD. HAVING THEIR HAND IN A MULTITUDE OF DIFFERENT EVENTS, CHARITIES, AND EVEN THIS MAGAZINE!



MANNCONOMY

AS OF OCTOBER 2023

WEBSITE	REF	KEYS	UNIQUE AIRBUDS	STRANGE GOLDEN PAN
	USD: 0.026 EUR: 0.025 GBP: 0.021 AUD: 0.041	REF: 71.55	Keys: 6.1	Keys: 2500-3000
	N/A	USD: 2.42 EUR: 2.29 GBP: 1.98 AUD: 3.82	USD: 15.13 EUR: 14.33 GBP: 12.39 AUD: 23.85	N/A
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NOTES:

USD : US Dollar
 EUR: Euro
 GBP: British Pound/ Pound Sterling
 Keys: Self-Explanatory
 REF: Refined Metal
 AUD: Australian Dollar

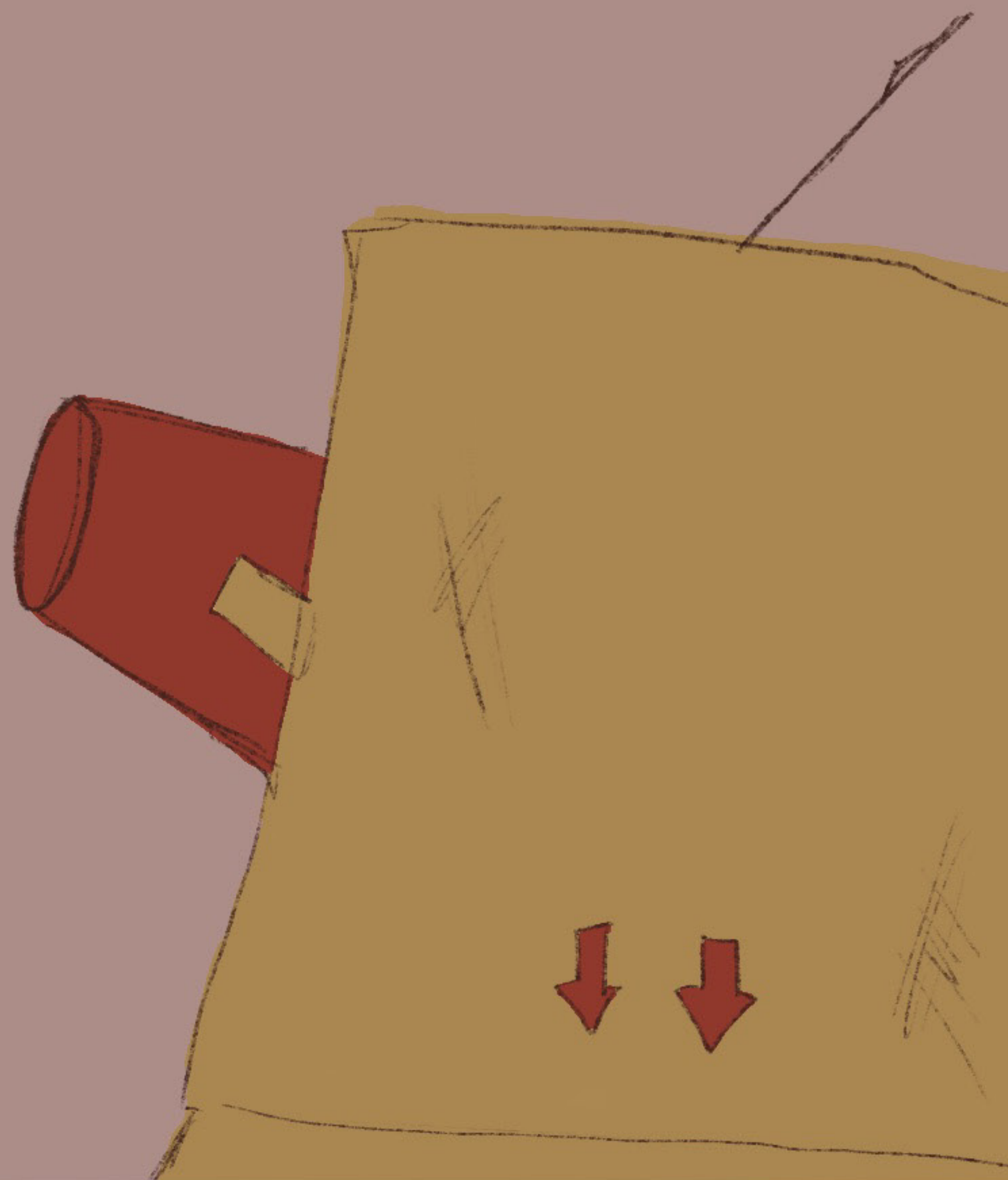
*Any Price with "~" beside is a rough measure based on currency conversion. Please note that Prices with that symbol may be fairly different and are presented only for viewer's acknowledgement

HEIGHTS

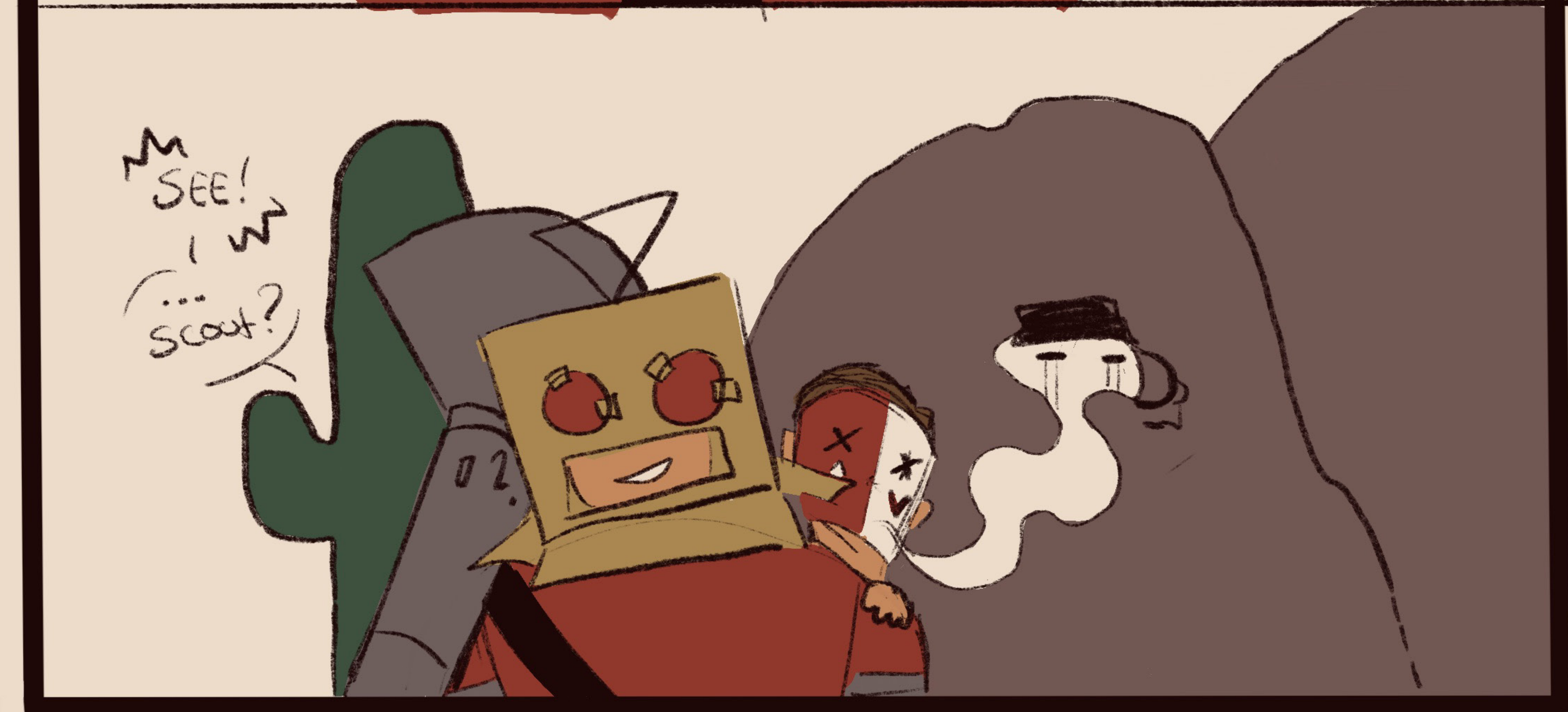
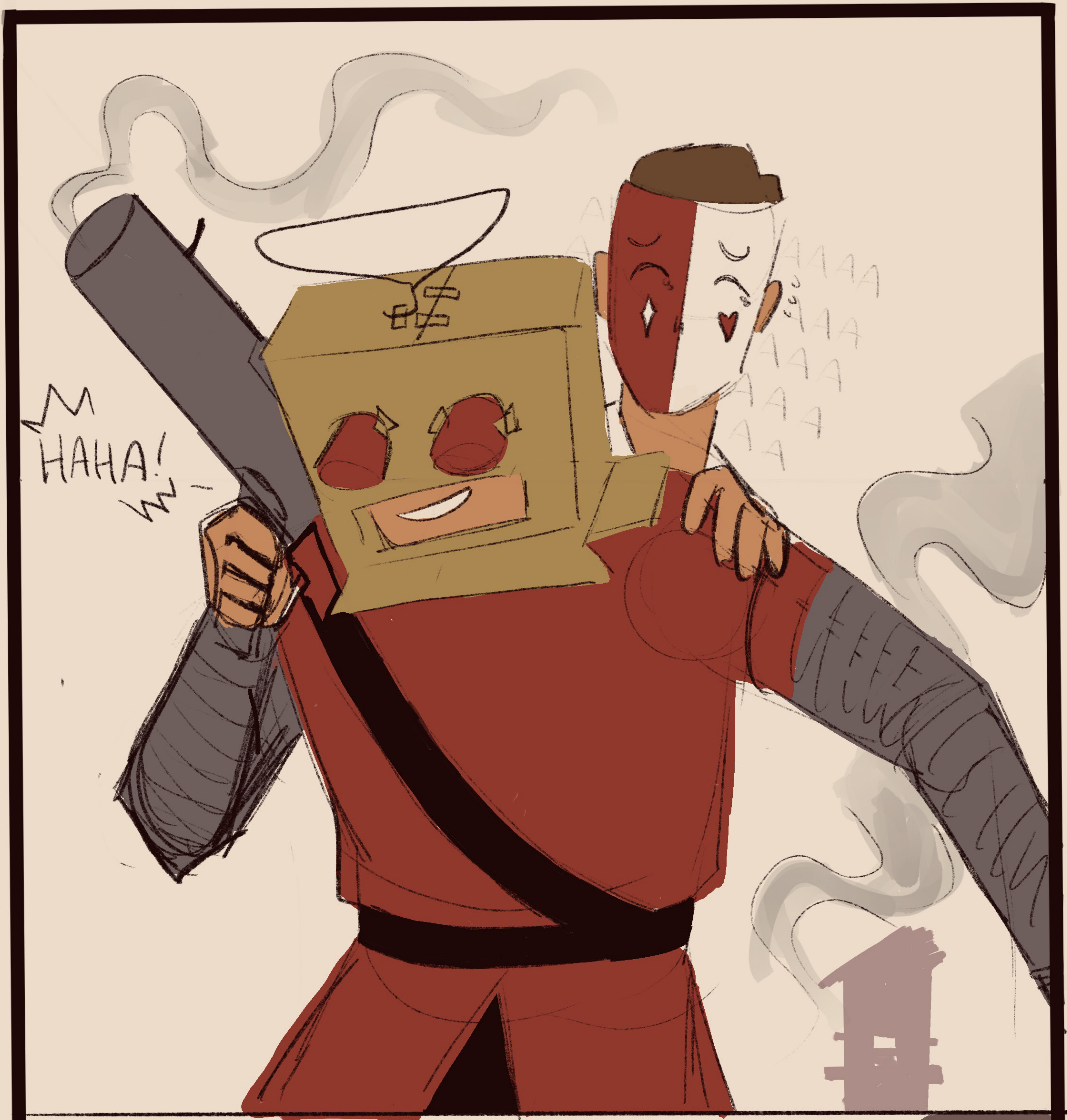
By Carolyn Baobao



2.







LOVE, HATE and Loathe

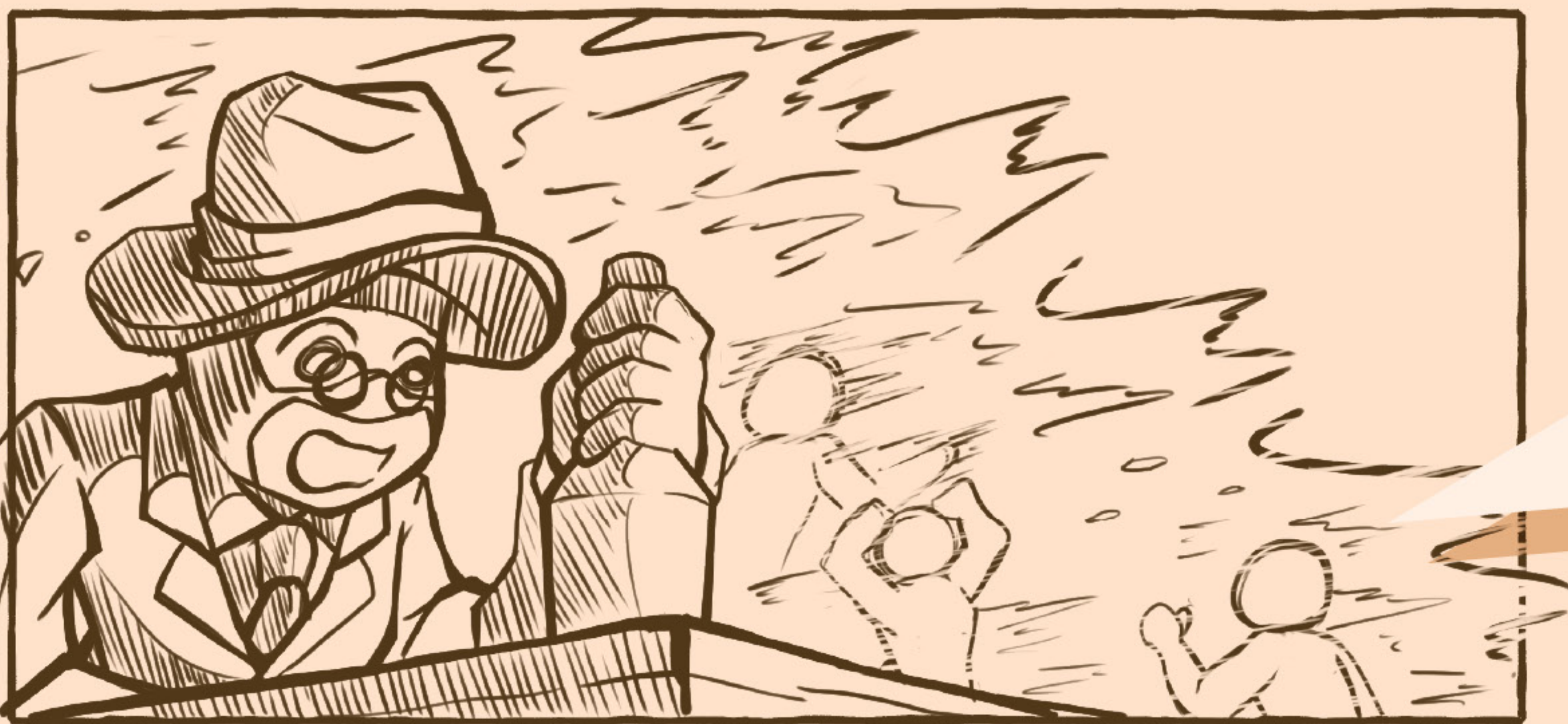
THE DEMOMAN

WRITTEN BY YEEHAW88

ILLUSTRATED BY ALTO ARCADE

LAYOUT BY CONSULTING BURRITO

After my doctor told me that I need to take my lips off the bottle, but that is something I personally pin on the Vaccinator but those at MANN's offices know why I crashed at my desk blackout drunk screaming something about an October 15th deadline and something along the lines of:

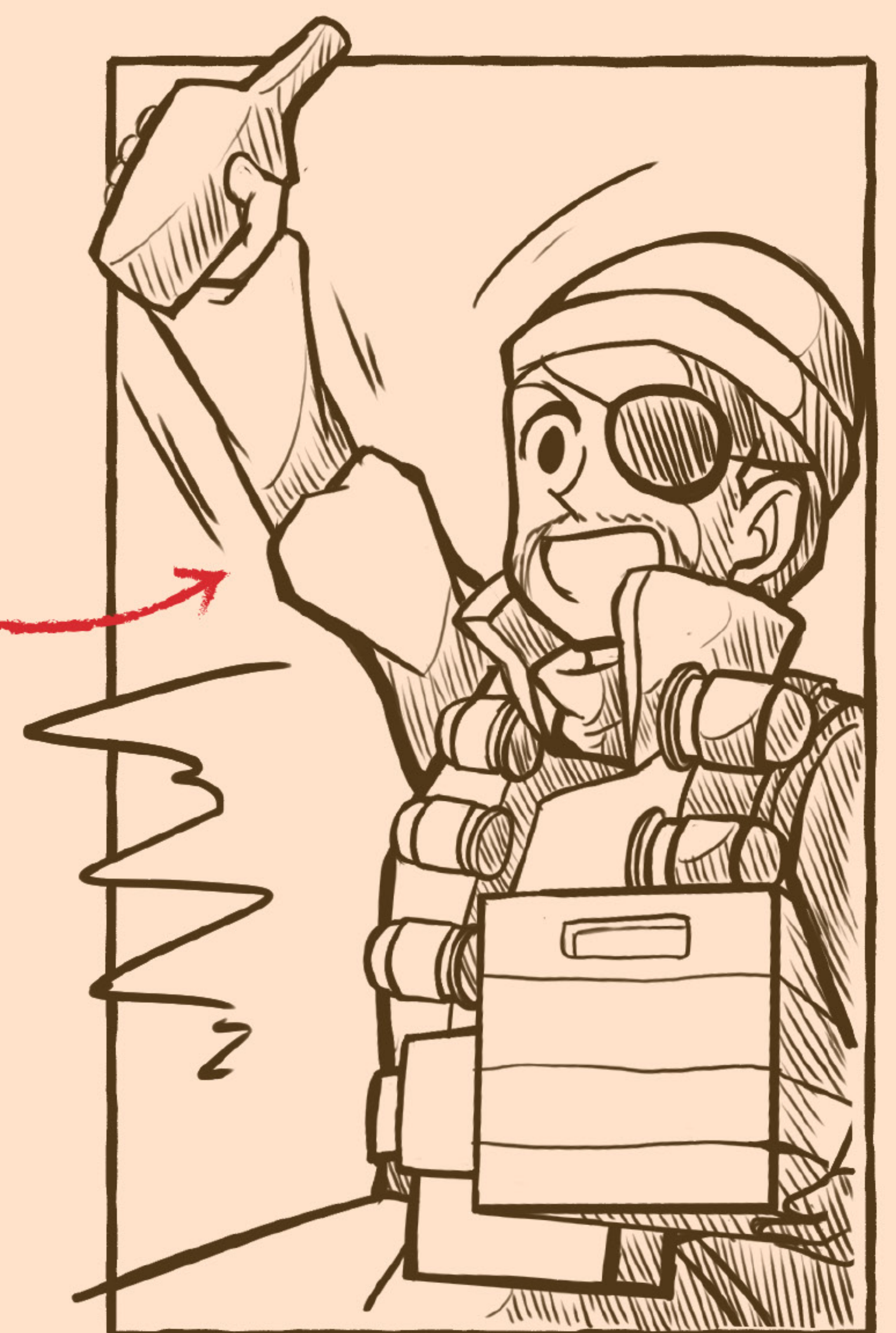


WHY HASN'T TABLE SENT THE BACK UP TROOPS, WE ARE LOSING THE WAR.

Speaking of blackout drunks and losing the war:

TAVISH FINNEGAN DEGROOT.

Despite the immense shade thrown at my favorite defense class, we will be living in the 'LOVE' portion of **LOVE, HATE, AND LOATHE** this month with none other than **THE DEMOMAN!**



It is difficult to start on why I enjoy the Demoman to such a passionate degree. Though I could certainly rattle off some great rationale!

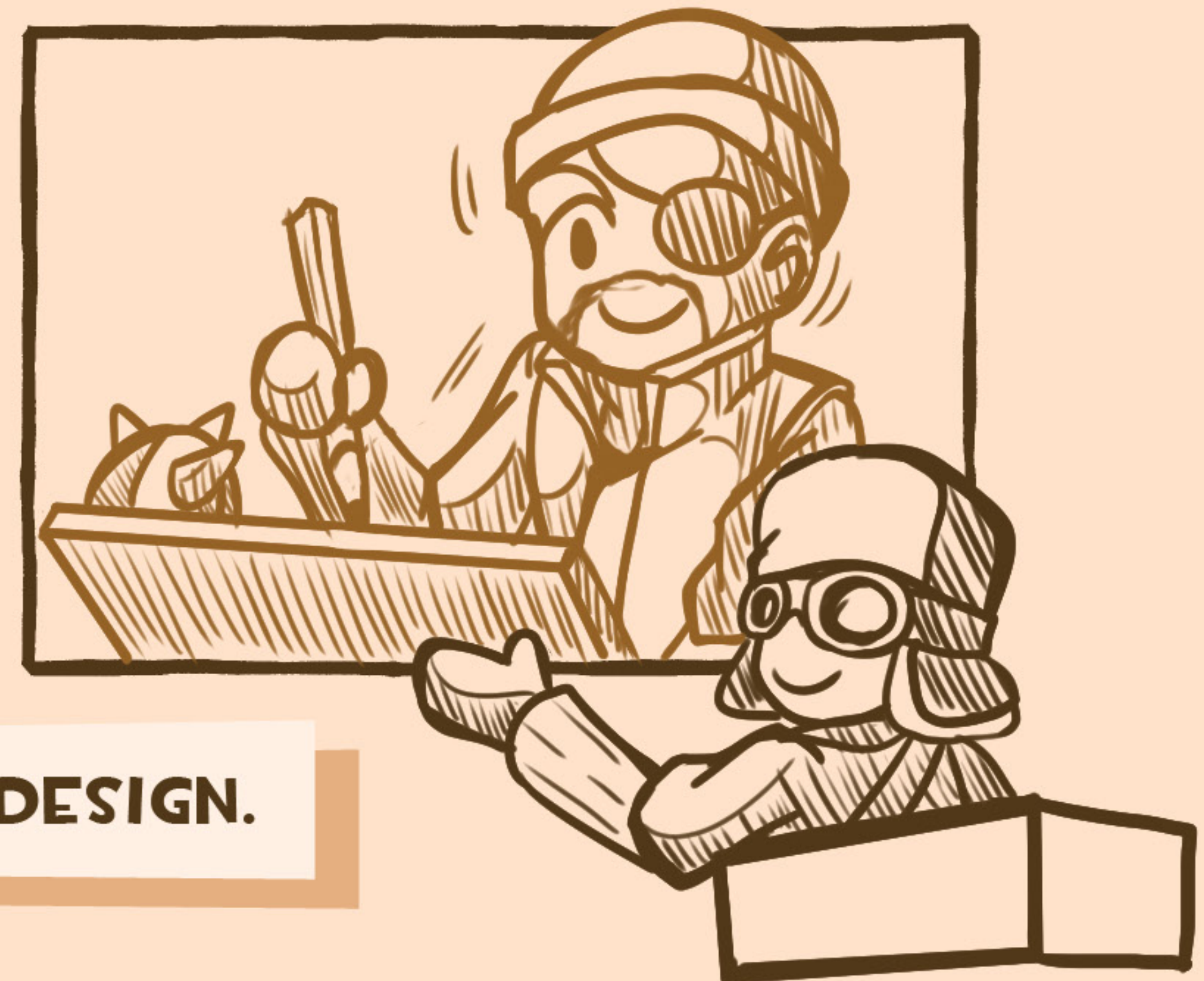
- **OUTSTANDING ORIGINAL CHARACTER DESIGN.**



- **ENJOYABLE LORE THAT MAKES THE DEMOMAN A WARM CHARACTER THAT UNDENIABLY HELPS THE GAME STAY ICONIC LIKE THE OTHER MERCENARIES.**

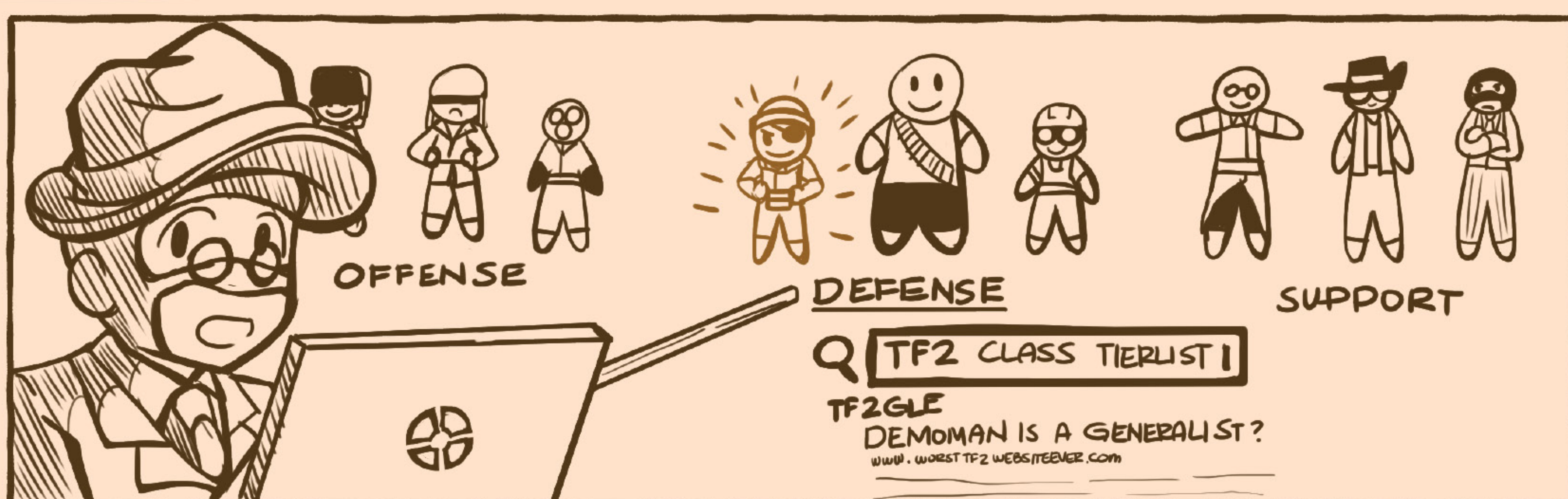


- **DRUNKEN PIPE BOMB IS A BLESSING FROM THE VALVE MUSIC ORCHESTRA.**



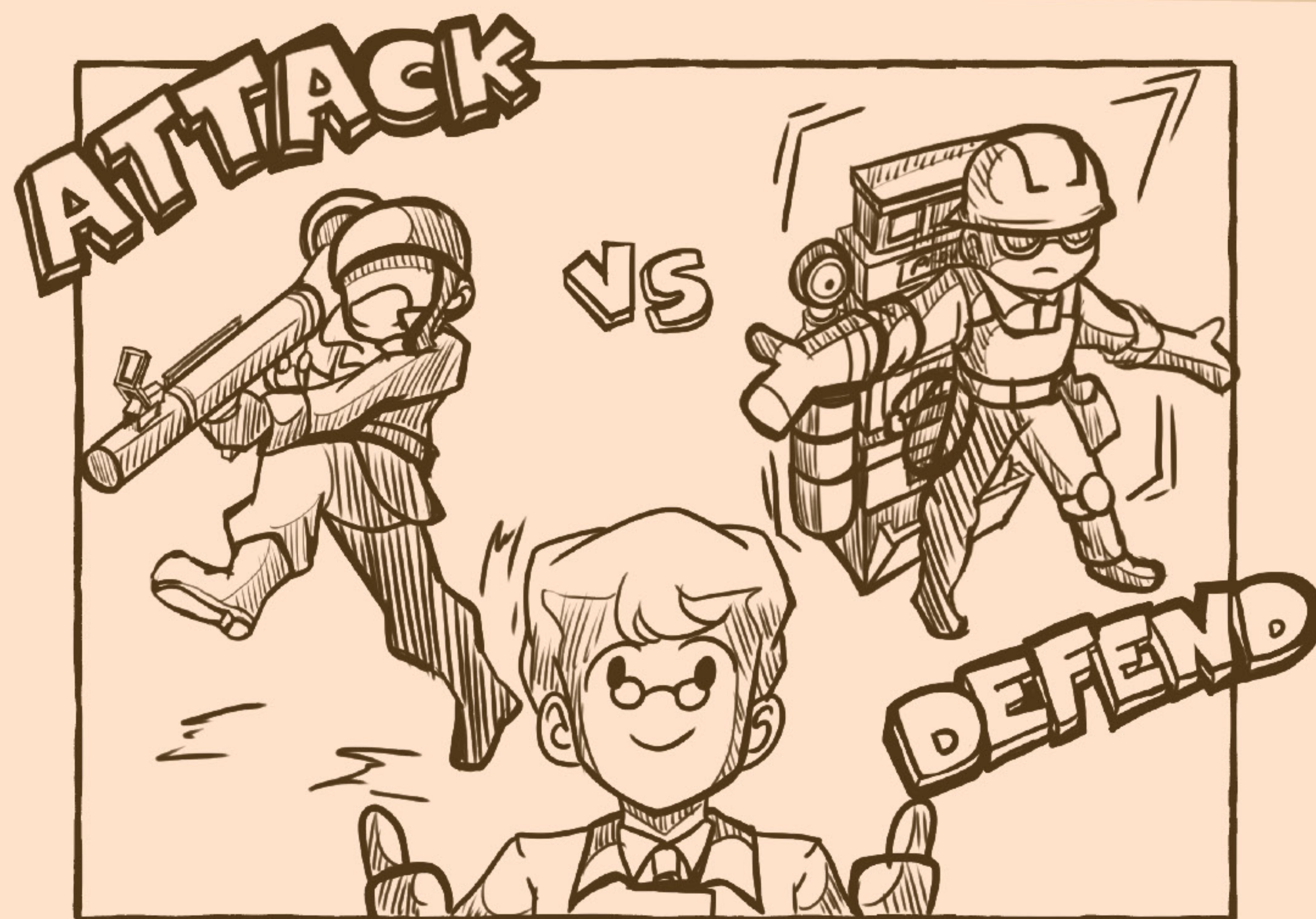
- **COHESIVE GAME DESIGN.**

Now if you couldn't tell by Alto's clear highlight on the importance of that last beat, I will now go through most passionate measures to convey the glorious game design that is **Demoman Team Fortress 2** by Valve Software.



According to that weird 2007 invention called 'the class selection screen' Demoman is a **defense** class. According to anyone that accidentally typed "TF2 class tierlist", Demoman is a **generalist**.

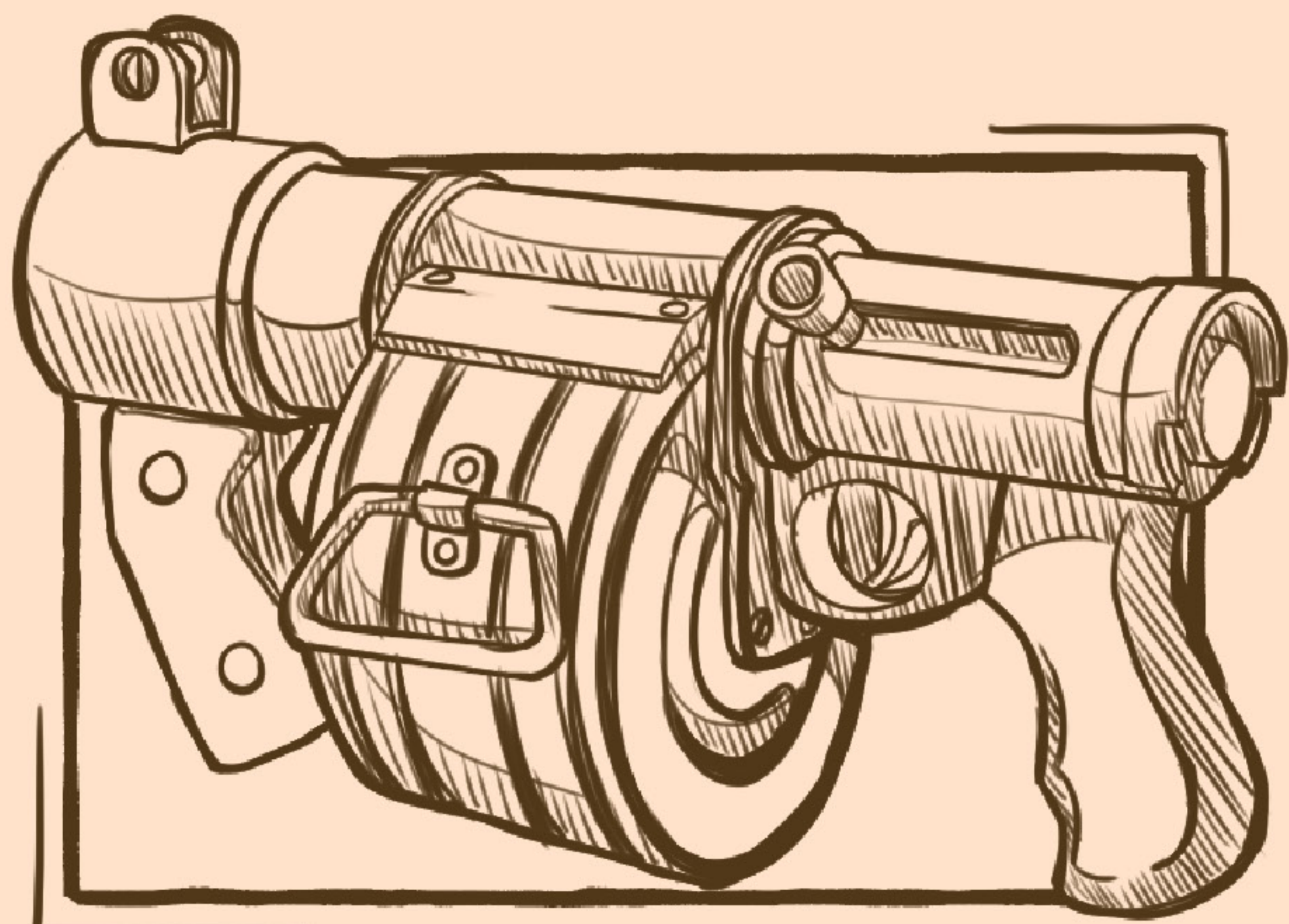
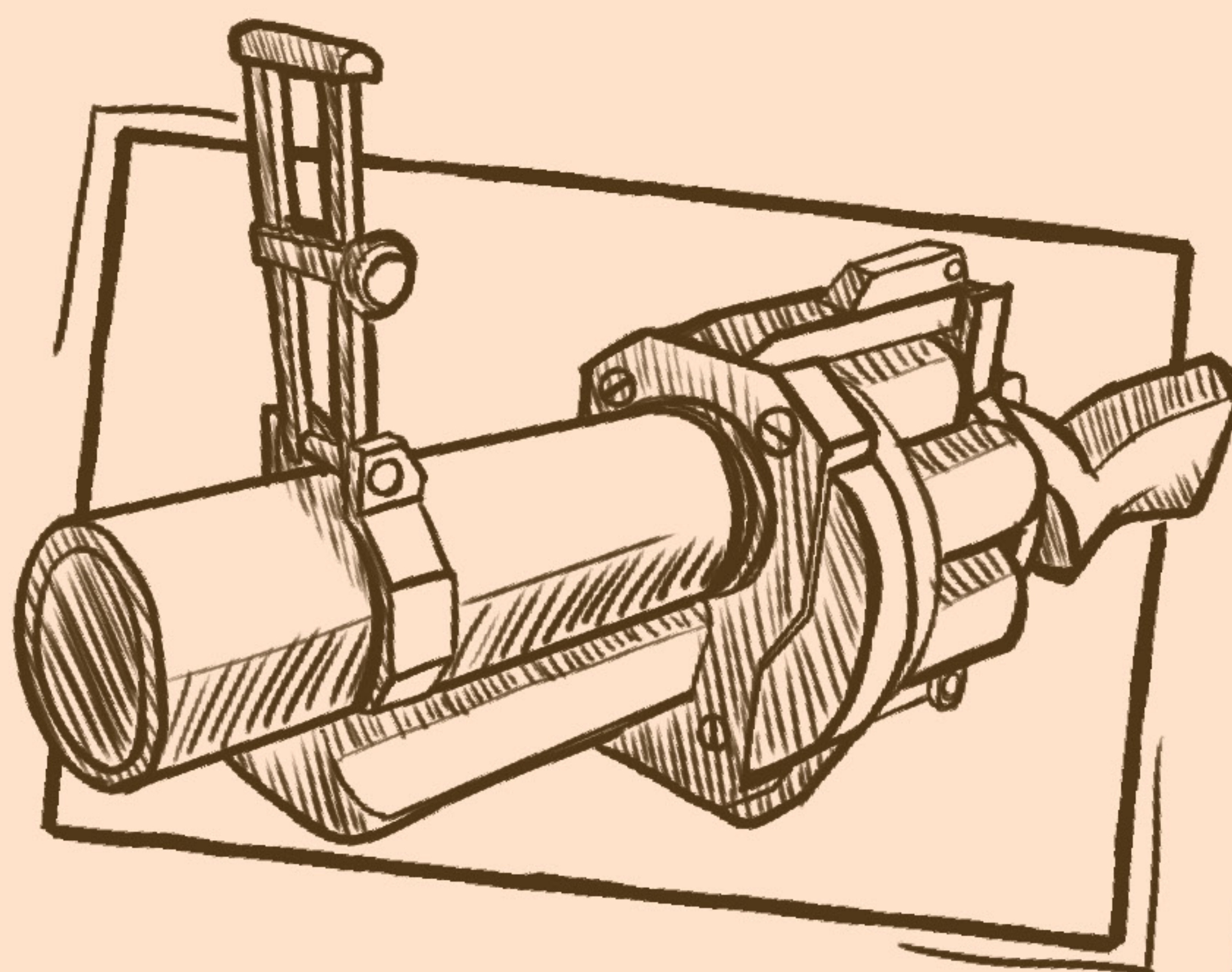
Those people that play that strange competitive format, (which is any of competitive format to be frank) a generalist serves the general purpose of attacking and defending at any time and any place. For example, the best generalist in the game is the Medic as his general presence to the push force of the attacking team and the choke hold of the defending team is mandatory for either side without having to have a strategy lying in gimmicks or risky classes. To reiterate, Medic, by having his mouse and monitor plugged in, is the best generalist.



What does that have to do with the Demoman?

While it is true that Demoman can not just stand around his teammates to alter entire playbooks and win tournaments like Medic can, Demoman instead has a most **explosive** kit that leaves his enemies in the dust.

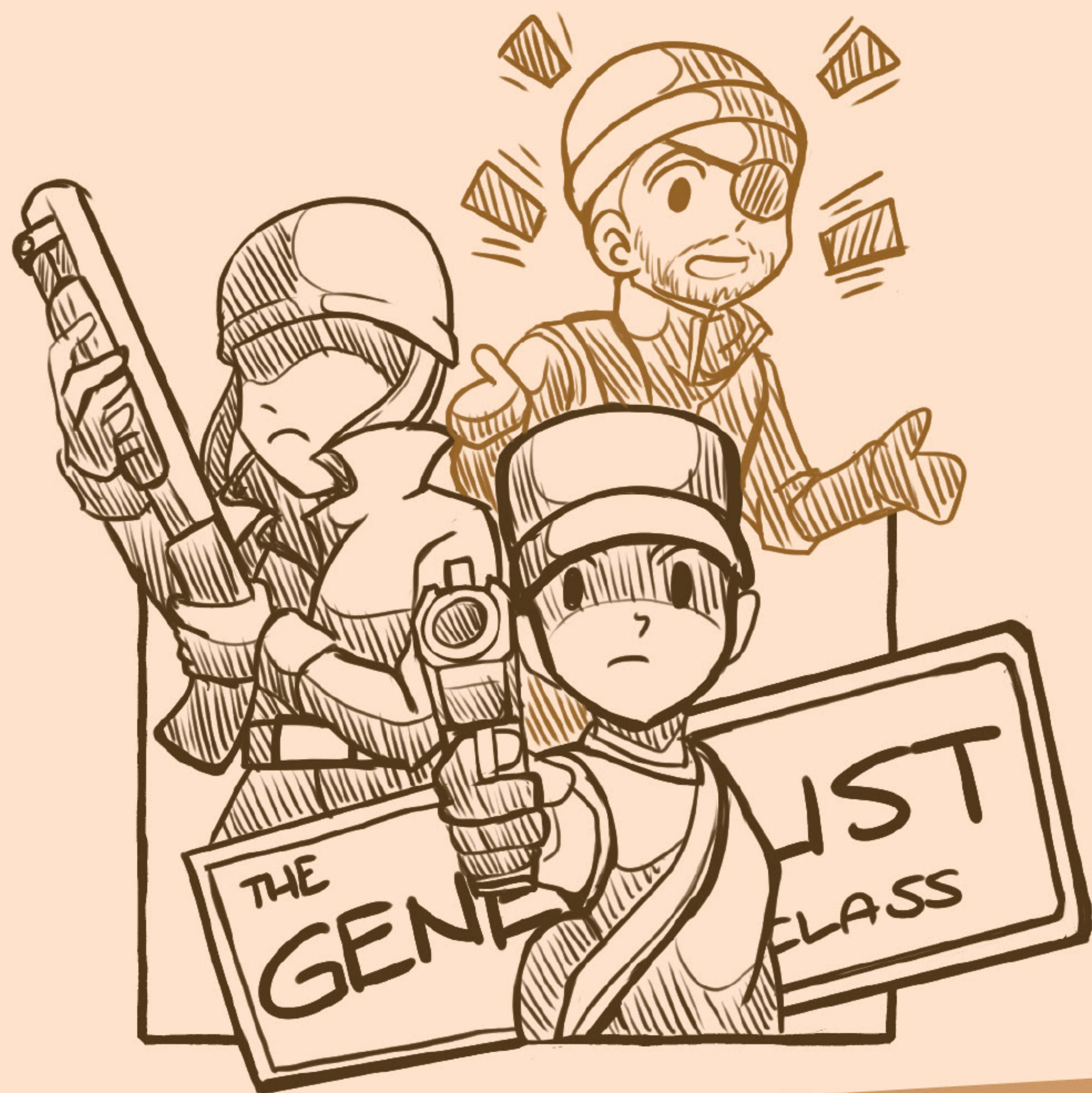
I am sure we are all familiar with the hand of Pipe Jesus: the **GRENADE LAUNCHER**. Two swift touches of the ol' brimstone and almost any class will be seething mad in their respawn queue. Yet despite the most delicious 100 direct hit damage, there are only four shots, so Demoman can't completely hold MOUSE 1 at chokes unchecked, and that goes without mentioning the crippling reload that makes you a sitting duck for the local Boston Boy looking to up his strange count.



What does keep Demoman married to his nearest choke point is the menacing **STICKYBOMB LAUNCHER**! A trap of up to 8 bombs **stuck** to central objectives, alternative routes, and even spawns keeps all knowledgeable of it paranoid and those uninformed quickly dispatched. Of course, one could always just throw stickies out into raw combat to varying success and even more varying reactions in chat.

And who could forget the container of liquid courage strapped on Demoman at all times, the **BOTTLE!** It does silly crit damage and breaks.

These tools allow Demoman to convert between crowd control and area denial through the Stickybomb Launcher and aggressive push force and supporting fire through the Grenade Launcher. A powerful blend of offense and defense, all in one kit. The Bottle is there too, I guess.



The ultimate conversion force to be reckoned with, with a catch that makes Demoman's already relatively slow reload and firing speed something to keep in mind: **what is the Demoman's secondary option?**

Look at the other generalists' secondary options: Scout has his pistol to get some good chip damage to finish off what he started or help someone else start something, and Soldier has his trusty shotgun to pump Pyros plenty or defend his pocket. Demoman?

Demoman has the Stickybomb Launcher. Yeah sure, go shoot the rapidly approaching Scout, sounds easy. Oh right, you already have 8 stickybombs out. To shoot at this Scout, you compromise your trap.

Will you heroically take your Grenade Launcher and keep that shotgun-wielding manchild at bay or will you forsake your team's line of safety to win one encounter that actually wins the enemy team the match?!

The nuance to every decision Demoman has to make to keep himself safe, as well as his teammates operating around chokes and objectives, just screams volumes about the attention and thought Demoman was given.

Will he use his Grenade Launcher to smoke out a clustered push? Will he use it to save the Medic from the Spy or Scout that broke through?! Will the Stickybomb Launcher hold the almost vanquished bunker RED carved out of a narrow cubby?! Or perhaps it will be used to destroy RED's noxious line of sentry defense and bring victory to BLU?! Will the Demoman get a Bottle pick?!

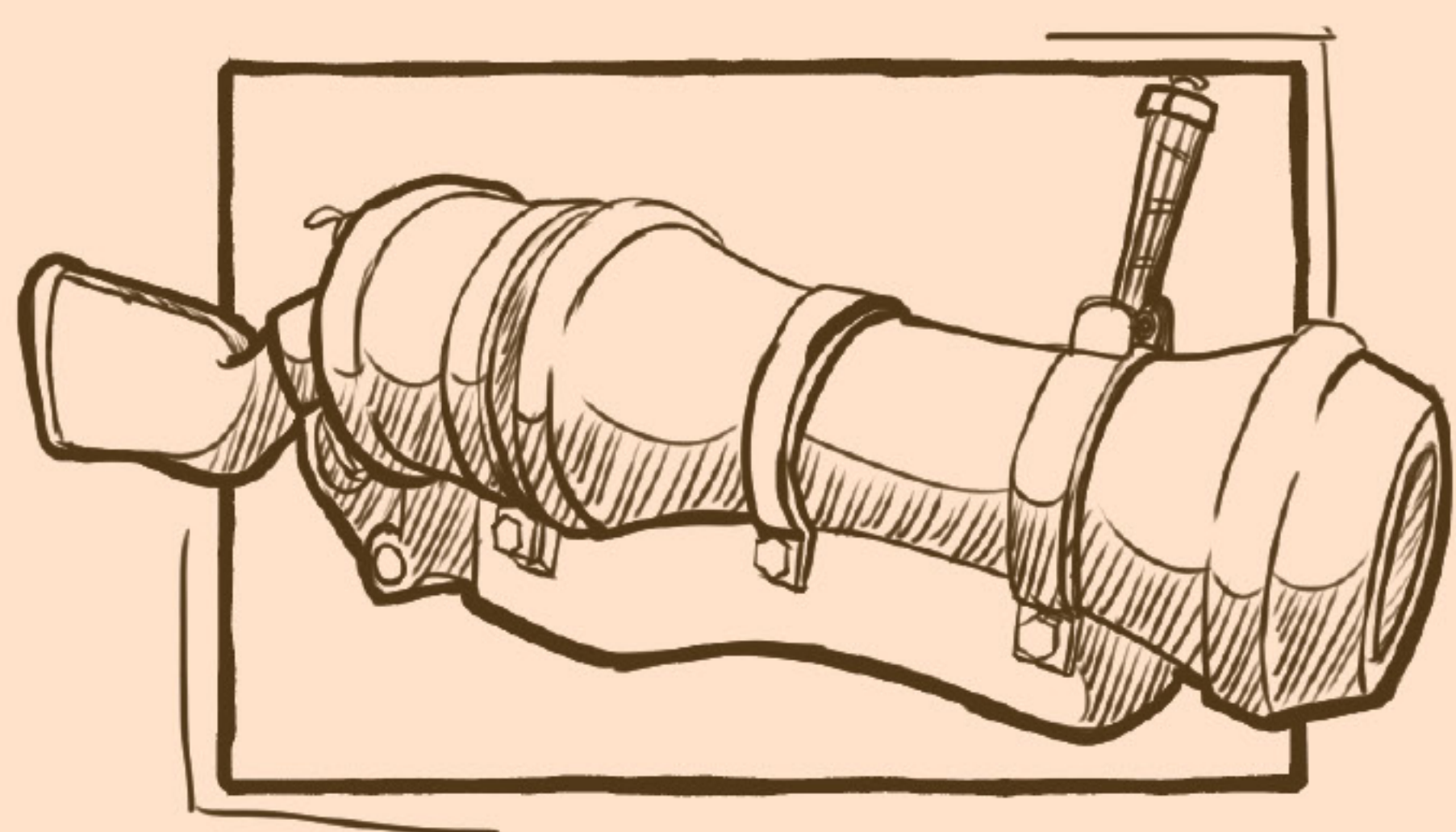




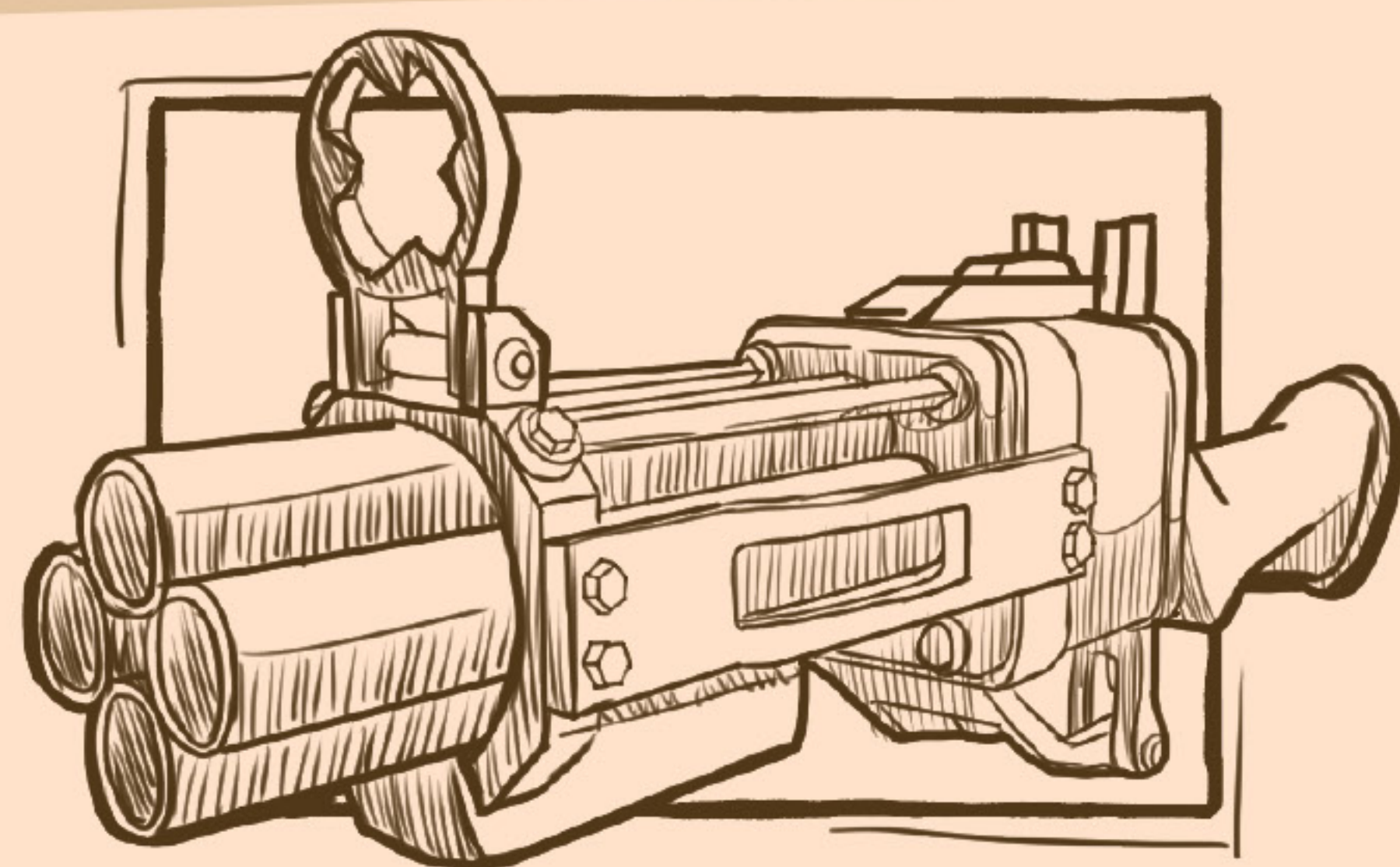
I could gush on and on about all of the situations his kit can cover and the consequences of them, but to cap one bottle of loveliness, I would like to open another one before we part ways for the month.

The Demoman's alternate weapon choices are some of the very few I can wholeheartedly say function as great alternatives.

The **IRON BOMBER** is a simple premise that goes a long way to give Demoman's grenades an air of snappiness in exchange for splash damage.



The **LOOSE CANNON** is a grandiose gimmick that gives Demoman a push akin to Pyro at the cost of general fire rate.

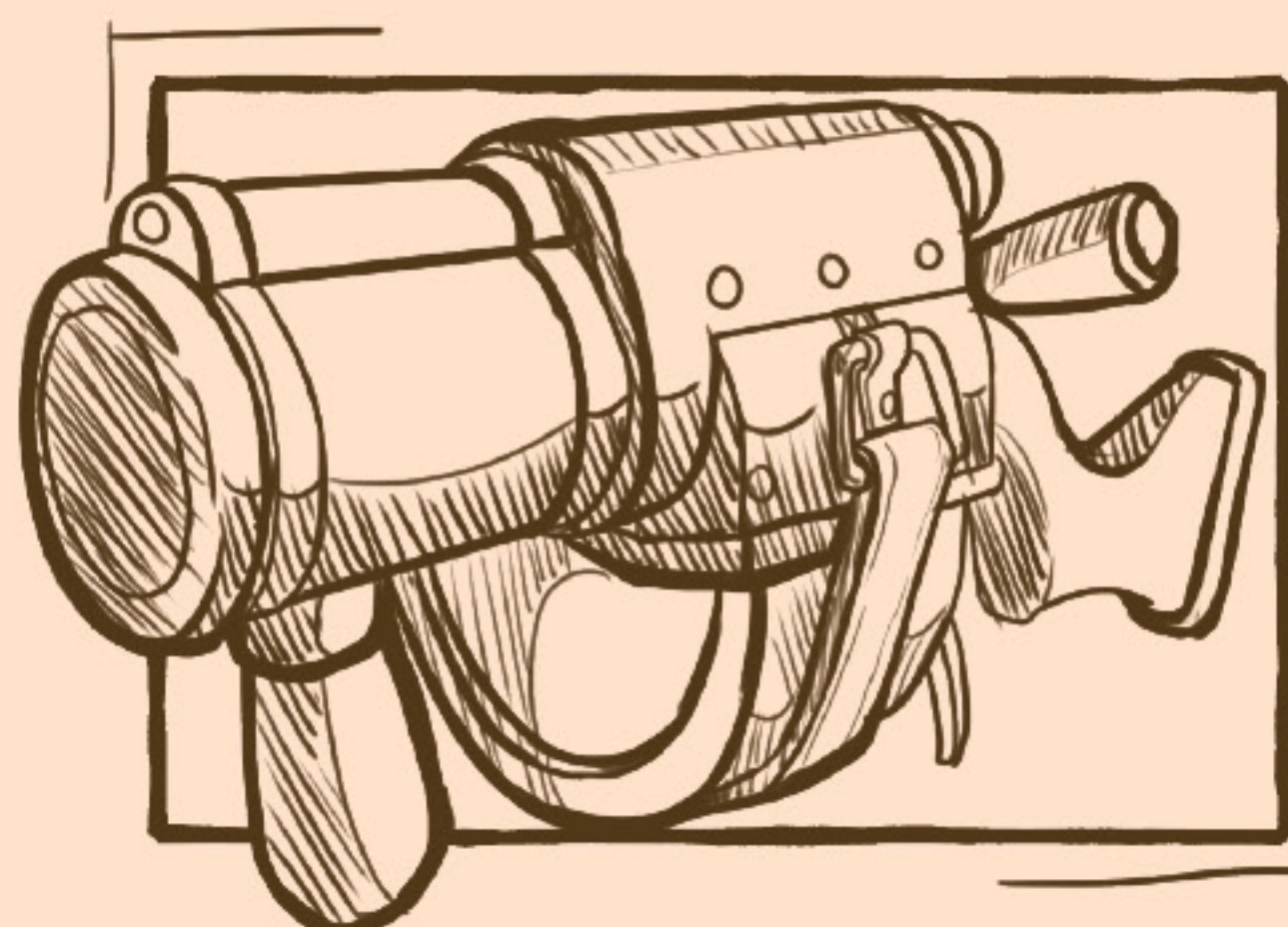
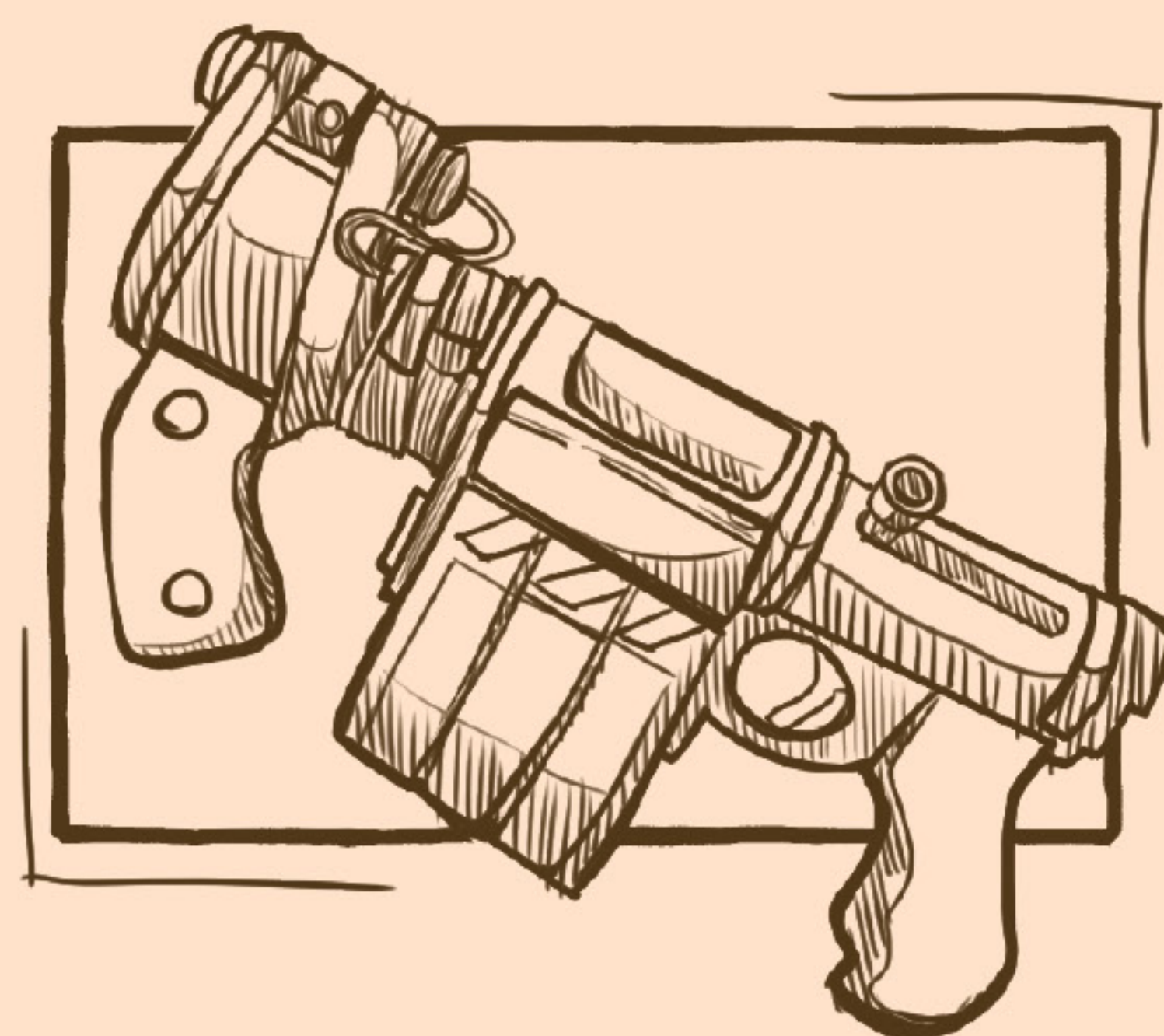


The **EXPERT'S ORDINANCE** set makes enemy Engineers simply uninstall the game, (though admittedly the Ullapool Caber doesn't do much of the work.)



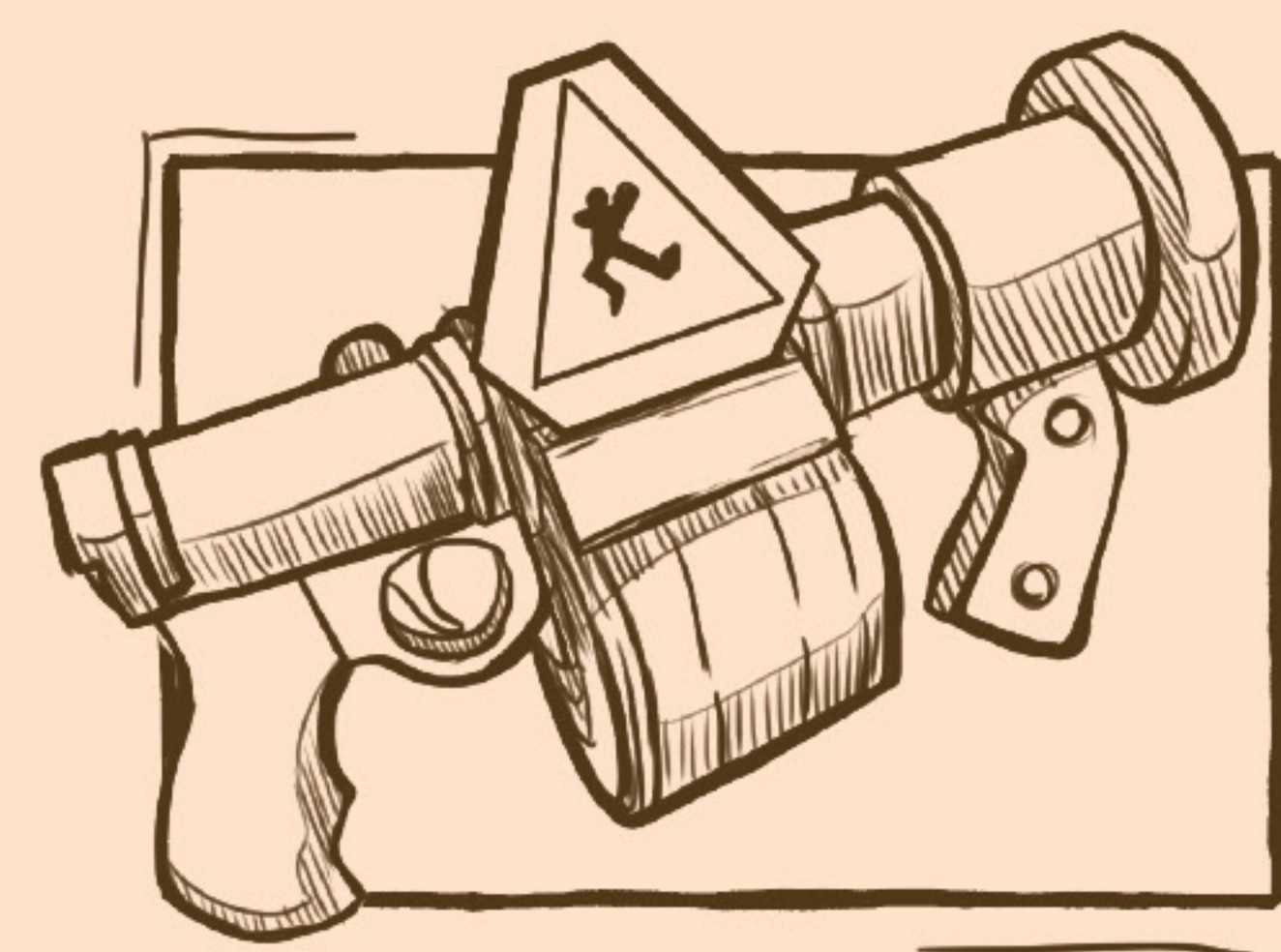
In terms of secondaries, Valve offers Demoman simple, yet creative alternatives to the Stickybomb Launcher.

The **SCOTTISH RESISTANCE**, while limiting the offense of the stickies, gives hours of creative potential to sticky placement and control.



The **QUICKIEBOMB LAUNCHER** goes the other direction and just allows you to pitch hardballs made of

bombs at the enemy team with almost no consequence, barring some measly lost damage.



The **STICKY JUMPER** is for bad players.

The **ONE THOUSAND AND ONE DEMOKNIGHTS** set is a well wrapped alternative concept, that while ran together, vastly limit all of the effective strengths of Demoman, open Demoman up into specialist style gameplay when its components are ran separately.

(SHHHHH, I AM PRETENDING DEMOKNIGHT DOESN'T EXIST BECAUSE I WANT TO BE HAPPY THIS MONTH. I WILL RIP APART THAT AWFUL 'SUBCLASS' ANOTHER TIME.)



To pour the last of the whisky out of the bottle of sunshine and rainbows I give to our esteemed explosives expert: I love him sincerely for his explicitly well thought out gameplay and almost infinite generalist capabilities.

GODSPEED, TAVISH, YOU COMPLETE CHARACTER YOU.



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SPECIAL THANKS TO

Agro and the Kritzkast team
Mr. Pink
the Particle Mayhem Staff
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& Everyone who Supports the Magazine!